

WHAT IS CLAIMED IS:

1. A display device provided in a gaming machine, wherein a pitch P between pixel units each of which is formed by arranging each kind of a plurality of kinds of pixel electrodes which display predetermined colors respectively, and a distance d from the display device to a player in a normal game posture satisfy a relationship of:

$$P < \tan(\pi/180/35) \times d.$$

10 2. A display device provided in a gaming machine such as a slot machine or a pachinko machine, wherein

15 a pitch P between pixel units each of which is formed by arranging each kind of a plurality of kinds of pixel electrodes which display predetermined colors respectively, a distance d from the display device to a player in a normal game posture, and a correction value α satisfy a relationship of:

$$P = \tan(\pi/180/35) \times d/2 \times (1 + \alpha)$$

20 where the correction value α is ± 0.2 .

25 3. The display device according to claim 1, wherein the pixel electrodes are arranged in matrix on an x-y plane, and the pixel electrodes of the same color are arranged in a y direction and the same pattern is continuously arranged in an x direction to form a stripe.

4. The display device according to claim 1,
wherein one pixel is constituted by a pair of the pixel
units that are adjacent, and information signals for
one pixel are supplied in the same timing to pixel
electrodes for the same color that are contained in the
pair of pixel units respectively.

5. A gaming machine such as a slot machine or
a pachinko machine, comprising:

a display unit that is constituted by arranging
10 in matrix a plurality of kinds of pixel electrodes that
display predetermined colors respectively, wherein

15 in the display unit a pitch P between pixel units
each of which is formed by arranging each kind of a
plurality of kinds of pixel electrodes which display
predetermined colors respectively, and a distance d
from the display device to a player in a normal game
posture satisfy a relationship of:

$$P < \tan(\pi/180/35) \times d.$$

20 6. A gaming machine such as a slot machine or
a pachinko machine, comprising:

a display unit that is constituted by arranging
in matrix a plurality of kinds of pixel electrodes that
display predetermined colors respectively,

25 wherein in the display unit a pitch P between
pixel units each of which is formed by arranging each
kind of a plurality of kinds of pixel electrodes which

display predetermined colors respectively, a distance d from the display device to a player in a normal game posture, and a correction value α satisfy a relationship of:

5 $P = \tan(\pi/180/35) \times d/2 \times (1 + \alpha)$

where the correction value α is ± 0.2 .

7. The gaming machine according to claim 5, wherein the pixel electrodes are arranged in matrix on an x-y plane, and the pixel electrodes of the same color are arranged in a y direction and the same pattern is continuously arranged in an x direction to form a stripe.

8. The gaming machine according to claim 5, wherein the display unit is a highly transmissive liquid crystal display provided in a game board.

9. The gaming machine according to claim 5, wherein one pixel is constituted by a pair of the pixel units that are adjacent, and information signals for one pixel are supplied in the same timing to pixel electrodes for the same color that are contained in the pair of pixel units respectively.